

## ATTAQUER

ATTAQUER #2 is published by Sphinx Publications. Editor/Gamesmaster is Donald Cowan, 1605 8th. Ave. S.W., Decatur, Ala., 35601.

ATTAQUER is published to the rehashment of the age old question of Diplomacy. Diplomacy is a registered trademark of Games Research Inc., 48 Wareham St., Boston, Mass., 02118. The game is available from them for the sum of \$7.50 which includes all necessary parts (and then some).

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### ATTAQUER FACT SHEET

**GAME FEE:** \$4.00 for the first game, \$3.00 for games before the first game reaches 1904. A special is currently being offered. All paying players in the first game that starts in ATTAQUER receives a permanent discount of ~~25%~~ 25%. To all of those who do not get into the first game but who do get their application in before the deadline for the third issue will receive a discount of 25% on their next game. Come on and join. To make it convenient for all of you, I will offer the following special: 2 games for \$6.00.

**HOUSE RULES:** They are in the process of being formulated. If not ready by the time that the first game is started, DIPLOMANIA House Rules will be used. Any suggestions for House Rules would be appreciated.

**DEADLINE:** March 3rd. 1969

**PROPAGANDA:** All propaganda must meet the following rules: 1: Non-obscene (to a degree) 2: Be under a page and a half long. Failure to comply with these rulings will mean the nonpublishing of the piece of propaganda.

**RATE OF PUBLICATION:** Tri-weekly. Schedule will be consistantly regular. There may be an occasional delay (like when I extend the deadline, around Christmas) but it will not be often (hopefully. Seriously, I think that I will be able to keep ATTAQUER on schedule. I am promising it anyway).

**SUBSCRIPTIONS:** 10/\$1.50. This may be raised at any time. This will depend upon my finances.

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### HASHINGS

This is some late news, etc. that I failed to put into the announcements.

1. Allen Calhamer has moved back to the U.S. He is now residing at 518 N. Spring Ave., La Grange Park, Ill., 60525.

2. Games Research Inc. are now in the process of having the Diplomacy rules revised. Due to the fact that postal Diplomacy is a main outlet for the game, it is asked that readers of this write to Games Research (address above) and request that the aid of prominent players be used. Some people who might be best qualified for this are: Rod Walker, Don Miller, John McCallum, John Boardman, John Koning, Larry Peery, Conrad von Metzke, Charles Nells, and Buddy Tratick.

## HOBBITON GAZETTE

Yes, I know that this is a strange name for a cover but I am a fan of Tolkien and I needed a name for a editorial so...

I thank all of the gamesmasters who agreed to trade agreements. I thank, most of all, those who took the risk of applying to a two page crudzine that issue #1 was. It is deeply appreciated.

As to the crudzine, that is the fact. It was my first experience with stencils and with a mimeograph. Combine this with a borrowed, second hand, mimeo; you will see what I am talking about. But the experience has helped me and I am preparing this stencil with confidence.

Also on that subject is the fact that I have changed machines, from a regular type to a Gestener, will help immensely. Also, I have seen the machine which this will be run off on and it is beautiful in it's repro. While I am on the subject, I wish to thank Anderson Office Supply Co, for the use of a mimeo.

Now that I have given my excuses, we can get down to business. As to the games that were offered last issue, RAA has 4 people and RBA, due to circumstances beyond my control, has been discontinued. I am sorry but I can not help it. I do promise that this will be the last time. I had no subscribers but a great amount of trades have been arranged.

This is good, but it is not enough. You will see this later on after I have outlined some plans. I am now working on some variants that will change the power situation. These will, largely, be experimental but they will be interesting. The first variant Separation II will be published next issue. I am going to offer a game of it and hope to see it become widely played. I am, also, thinking about several variants on different maps (but with my luck, all of these variants have already been invented and I have never seen them).

That's about all for me, but I do hope to field at least one column to feature new variants for all of you nuts who love variants. I may comment on them offering hints of potential difficulties. All people who have their variants will be awarded with a free game in ATTAQUER. Maybe this will start a rash of new variants, who knows.

Occasional articles, Here&Now, this will be what ATTAQUER will contain. Of course there will be more, but I can not give away the details until I think of them myself.

Either way, ATTAQUER is going to cost money to operate. A Diplomacy 'zine has two choices: 1. To publish a wide interest, but more expensive 'zine (like EREHWON) or 2. a 'zine who publishes only games (like LA GUERRE). I want ATTAQUER to be in group one. But to do this, I need two things: 1. Games 2. Subscriptions. And lots of both. I want to have about ten games going at one time. I will need this to publish ATTAQUER. As for subscriptions, I need a great deal too.

You understand, what you want, tell me. Do you want one with nothing or a 'zine with features? It is your choice. It is your choice that I am depending on.

By the way, since the first issue was so bad, I am extending my deadline for the specials. Later, if you are on the first game that is started and you would like to save money, 25% discount on all games would be inviting.

But please, sign for a game. I would like to serve you by publishing this 'zine.

As a last good year message, I hope that you win all games that you play (except against me). Good luck in the coming year.



## ANNOUNCEMENTS

1. ATTAQUER is published with permission of Games Research Inc. to which the editor is grateful.
2. ATTAQUER is an affiliate of the National Fantasy Fan Federation Games Bureau Diplomacy Division. For better or for worst, I am.
3. I wish to retract the statement in issue #1 that LA GUERRE was a DIPLOMANIA family line. Please correct that to mean that LA GUERRE is an affiliate of the Games Bureau Diplomacy Division.
3. There are openings in ATTAQUER. A great deal, in fact. The specials are still on so I am hoping to fill up the first game.
4. There are no more announcements.

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### THE WORLD OF VARIATION

Much to my displeasure, I will have no variant rules this time. Hopefully, I will have Aberration rules for the next issue.

Maybe I should explain how the World of Variation works. I want to have a different set of variant rules every issue. To achieve this, I am offering a reward. To all people who publish rules in ATTAQUER (I mean have published) who are in a game, trade, or subscription, will receive a free game. The fact that I require you to already be receiving ATTAQUER is sheer economics on my part. Of course, you can subscribe and submit a variant. Of course, it must be playable and not already been published. And, is not a game worth it?

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### THE INTERNATIONAL DIPLOMACY FEDERATION

This is a project, currently, being promoted through EREHWON, of a Diplomacy Federation. The subject was first discussed in an article in DIPLOMANIA #12. Then, Don Miller put it on the stands that it was over-organized. It was a fact. Rod Walker, evidently, learned from this previous experience as his new organization shows. To explain the constitution, I am going to reprint his introduction (along with the constitution).

"There is no sense in taking itself too seriously. The IDF can do valuable service, but only if it's not too stuffy. The constitution is therefore written to give the idea of lightness and utter lack of gravity."

As you can see, he has learned. But along to part 1 of the constitution.

### THE INTERNATIONAL DIPLOMACY FEDERATION

#### ARTICLE I. NAME AND PURPOSE

1. The name of this organization will be the INTERNATIONAL DIPLOMACY FEDERATION, henceforth referred to as "the IDF" or "the Federation".
2. The IDF will serve as a coordinating and advisory body for postal and tournament Diplomacy and related activities.

#### ARTICLE II. MEMBERSHIP

1. There will be two classes of membership: Active and Honary.
2. An active member is any Diplomacy player who is accepted to membership and pays annual dues as stipulated in the By-Laws. An organization, such as a Diplomacy Club, or a group of players, may also be accepted to membership. The president of the club or organization, or his designated represent

may also become an Active Member, with the same rights and privileges as an individual. The president of the Club or organization, or his designated representative, will be the spokesman for his organization in all Federation business. An Active member will henceforth be referred to as a "member" and the Members((capitalize Member)) collectively as "the Membership".

3. An Honary Member is any person who has this title conferred upon him by the Membership. Honary Members hold this title for life and are exempt from dues and other exactions. If the Honorary Membership is conferred "with vote", the Honary Member becomes also a lifetime Active Member and is eligible to vote, hold office, &c., but is still exempt from dues and other exactions.

#### ARTICLE III OFFICERS

1. All officers of the Federation will hold office for two(2) years. Vacancies created by resignation, impeachment, disappearance, the draft, or any other calamity will be filled by special elections and the replacement officer will hold office until the next regularly scheduled biennial election.

2. The chief honary officer of the Federation will be the President. He will have no functions, whatsoever, save to look important at ceremonial occasions(if any). This honor is awarded to individuals who have made significant contributions to Diplomacy, postal Diplomacy, tournament Diplomacy, and/or variant Diplomacy. Real Diplomacy does not count. The outgoing Prime Minister, by and with the consent of the Privy Council, will propose not less than two names for this honor to the membership.

3. The chief executive officer of the Federation will be the Prime Minister. He will have a lot more to do than the President, and it is not necessary for him to look important. But he can if he feels like it. The Prime Minister coordinates the work of the other officers, represents the IDF as its official spokesman, calls for elections to be held, and generally manages the work of the Federation. He is responsible to the Privy Council and to the membership, but is considered to have latitude of discretion in determination of general policy. He is chairman of the Privy Council and polls the Council for decisions when necessary.

4. The Minister of Plenty will manage the funds of the Federation. He will collect dues and disburse funds required by other officers in the performance of their duties. He will draw up the annual operating budget of the Federation and hope everybody sticks to it. If not, he is empowered to figure out where the Federation is to get the extra money, and may submit recommendations in this regard to the Privy Council. He may open a bank account in the name of the Federation in the city or town of his residence. He will keep accurate books and make an annual financial report to the Federation, which will be published by the Minister of Truth. He is empowered to use the title "Treasurer" when dealing with outside individuals and organizations who might not understand the truly august nature of his real title.

5. The Chancellor will conduct the elections of the Federation. Each election of officers and all matters of policy submitted to the membership will be administered by him. He will cause to be printed, disbursed, collected, and counted all required ballots, and he will announce the results(to be printed by the Minister of Truth). He may make whatever provisions he feels to be necessary for the proper conduct of elections. The Chancellor may not succeed himself in office, nor be a candidate for any office while holding his position, and he may not be elected to any other office. Ballots are to be returned by the Members to the Prime Minister for tally. Any election for the amendment of this article will be conducted by the Minister of Truth.

6. The Minister of Truth publishes the official journal of the Federation, under circumstances and at a frequency to be determined in the By-Laws. He will publish: directories of the members, results of elections, official actions of the Privy Council and of the Federation, and his own thoughts on Diplomacy(if any). He may not publish material unrelated to Diplomacy and the work of the Federation. Inability to publish is grounds for immediate dismissal from office, by action of the Privy Council.

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This is all for now. All comments should be sent to Rod Walker(address in HERE & NOW under EREHON). It will be appreciated. The rest will appear in #3 of ATIAQUER.



# HERE & NOW

HERE & NOW is a listing of some current Diplomacy magazines. These are all that I have, personally, read and feel able to comment on. All publishers who are not listed are invited to send their current issue to me and start a trade agreement.

First is a 'zine's name, next, his name and address, and the last issue that I have on hand. All are in this order.

**TEHRON:** Capt. Rod Walker, 1575-A White Dr., Rantoul Ill., 61866. #5. Vol. III. One of the best 'zines in existence. This summer there will be some difficulties because of moving, getting settled down, etc.. NSF Games Bureau Diplomacy Division. No game openings.

**DIPLOMANIA:** Donald Miller, 12315 Judson Rd., Wheaton, Md., 20906. #22. Genzine. No games. Highly recommended. Games Bureau Diplomacy Division. (By the way, #22 is the latest issue on hand).

**LA GUERRE:** Buddy Tretick, 3702 Wendy Lane, Silver Spring, Md., 20906. #22. Plenty of openings. No subs. Games Bureau Diplomacy Division. Recommended.

**BURVEGAN:** Norman McLeod, 906 Kimberwicke Rd., McLean Va., 22101. #2. #2 was run off the edge but it contained the moves. Has openings. May become a good 'zine. Regular games.

**TANADU:** Norman McLeod, address above. #13. Norman pulled a nice trick by paying 6c postage and I had to pay 6c. No openings. Good repro.

**SPALD JR.:** Robert Perkins, 2755 Carlisle Rd., San Marino, Calif., 91108. (Lost the issue that I have, sorry). Openings. Fairly good repro, readable. Looks like a good 'zine.

**ORAB:** John Koning, 316 So. Belle Vista, Youngstown, Ohio, 44506. #59. No openings. Highly scholastic level maintained in discussions on oranges(organes,groan!!!). Excellent for the scholarly among you. Recommended.

**VALHALLA:** John Koning, adress above. No openings. Various features including a game between some of the best postal players with an analysis from John. Quite a few facts are given that would take a long time of studying to bring out. No Oranges. Highly recommended. By the way, VALHALLA is cosponsored by STRATEGY & TACTICS. (#13)

**BROBACINAC:** Ed Hille, Box #903, Gainesville, Fla., 32601. Game openings. Promises to follow the BROB tradition. Game openings. Recommended.

**AGELDAPA:** John McCallum, "A" Quarters, S.E.S., Ralston, Alberta, Canada. #12. 1967AT ended in the 7th. year. No games at present. I do not know of his plans.

**GRABSTARK:** John Boardman, 592 16th. St., Brooklyn, N.Y., 11218. #175. No openings. Various anti-establishment writings. Has some interesting games. Good 'zine.

This is all for this time. I hope that you understand that these are my opinions. Some of these 'zines are excellent.

## GAME OPENINGS

ATTACUER #1(formerly RAA)	ATTACUER #2
1. Tommy Ogle	1. open
2. Norman McLeod	2. Y
3. Bob Reiter	3. "
4. Steve Boardman	4. "
5. open	5. "
6. "	6. "



ADMIN

This is mostly to clarify some statements, make corrections, comments, etc.

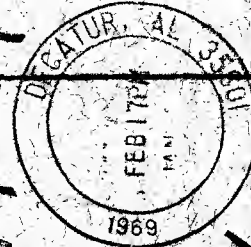
First, the repro is generally good. Some of you may get some issues where the print is hardly readable (on the first, second, and third pages). I have finally learned how to use a mimeo when I was doing the third page. The next issue will, hopefully, be more consistant in quality.

For the corrections on page 4, the part under #5 is unreadable. It should read, "The Chancellor may not succeed himself in office, nor be a candidate for any other while holding his position, unless special ballots are drawn up and returned by the Members to the Prime Minister for tally."

Please disregard the spoiled section at the bottom of page #3.

As to clarifying myself, I hope to have a good 'zine. I want to have one, badly, as there is no thrill in being second. While I may be in experience, I do not think so in terms of zeal or enthusiasm. This is what is important. I want to do a job in preparing a 'zine. It is a challenge to me, a challenge to beat established Gamesmasters in the publishing a 'zine. I would like to see this done. I need that one requirement, though, players. I ask that all of you sign for the two games. It is a little money, but I think that it will be worth it.

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